

1 / 24
FIG 1

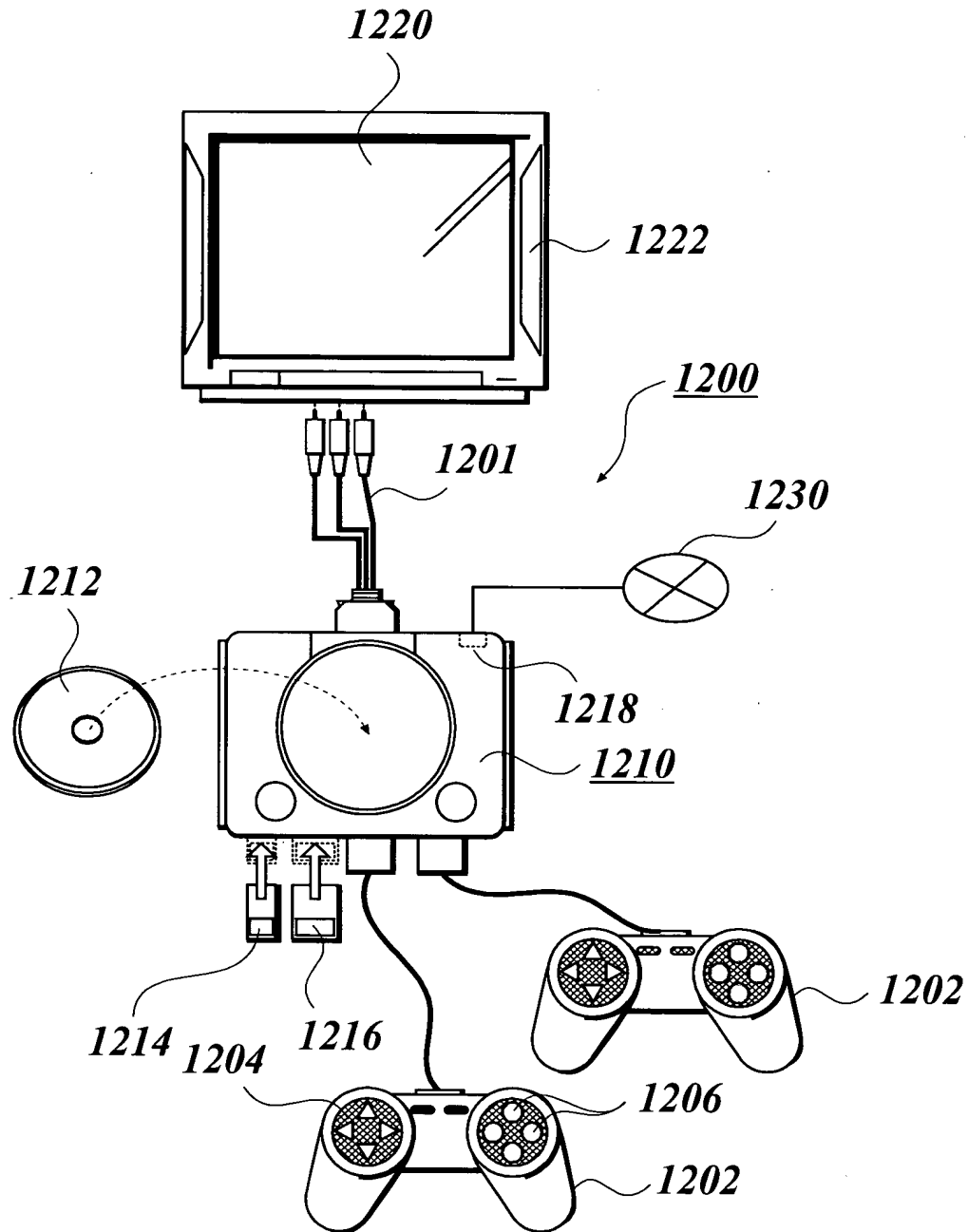


FIG.2A

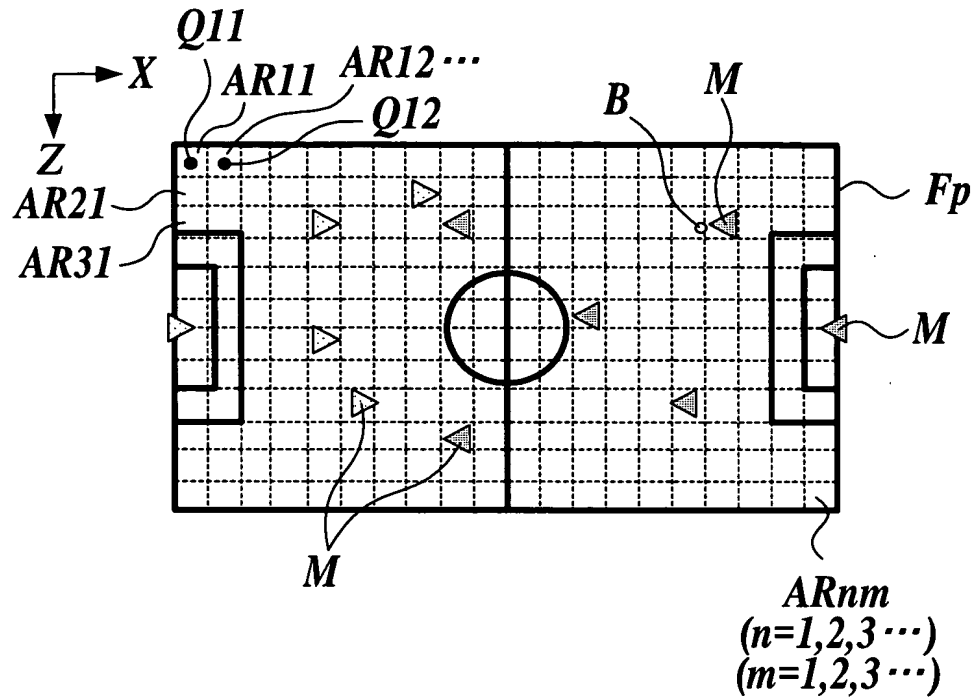
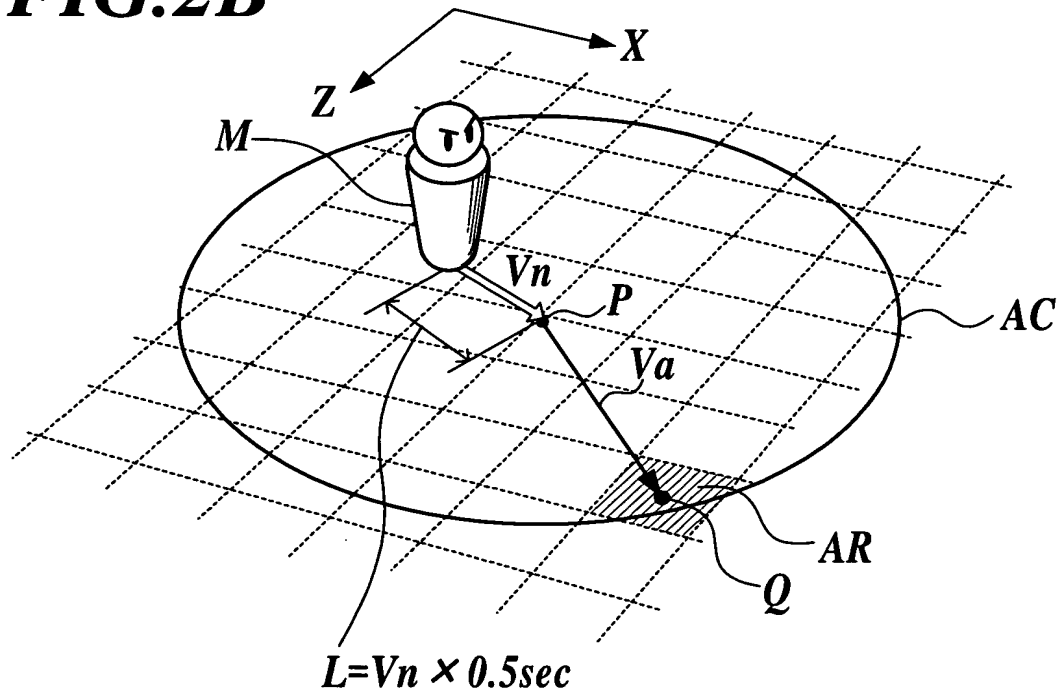
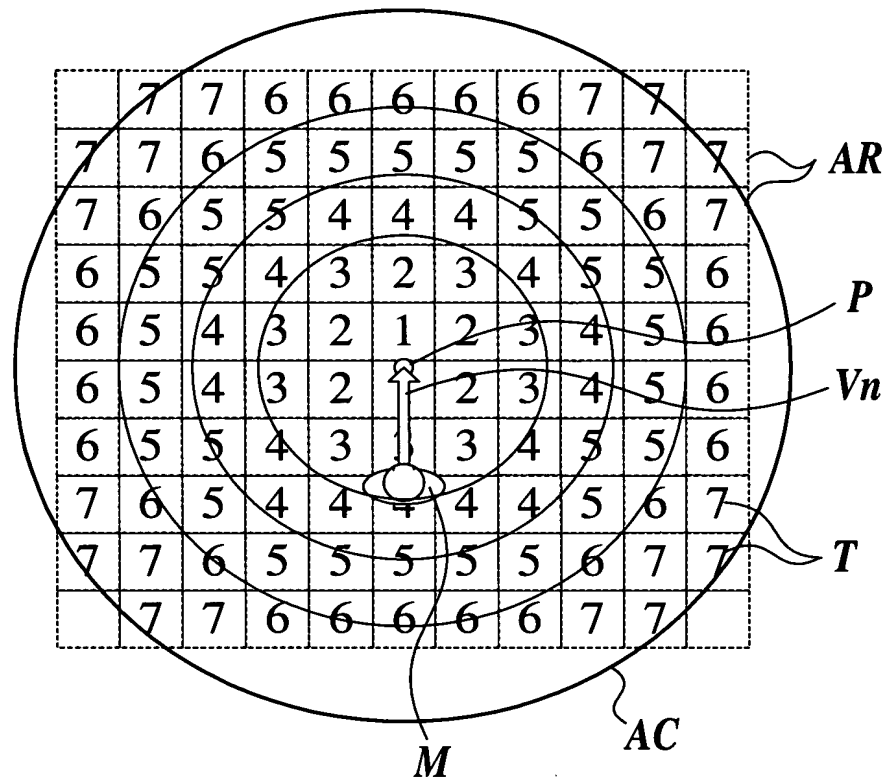
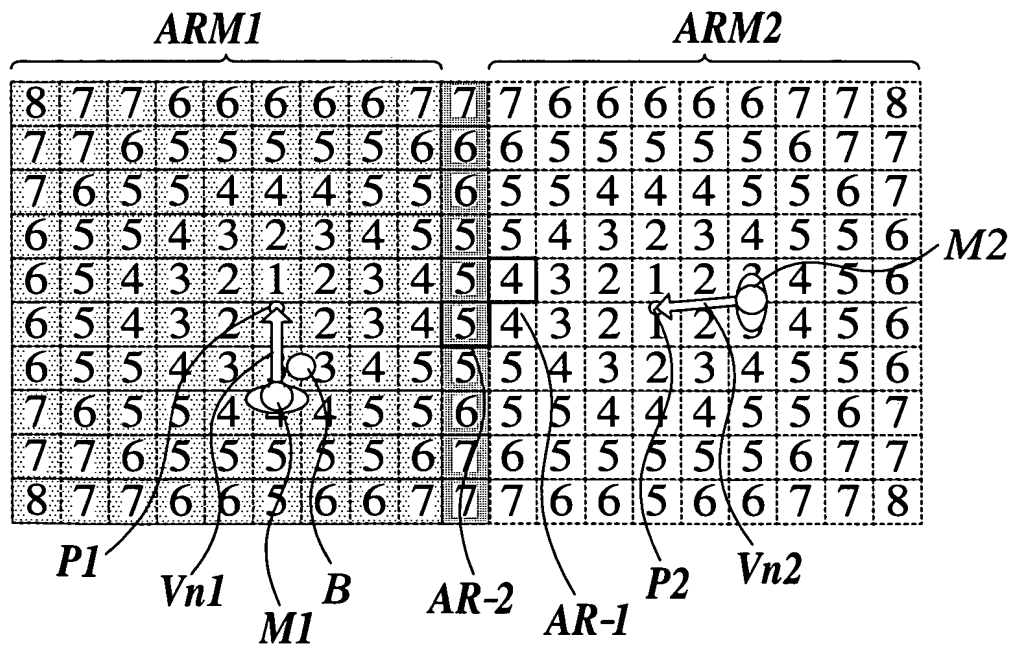


FIG.2B



$$\text{ARRIVAL TIME } T = \overline{PQ} / V_a$$

FIG.3**FIG.4**

4/24
FIG.5

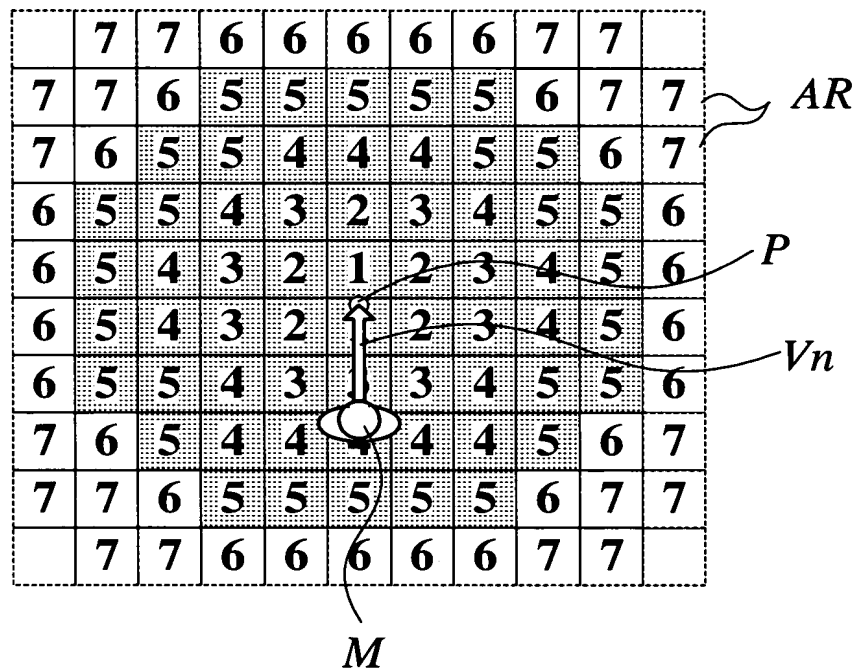
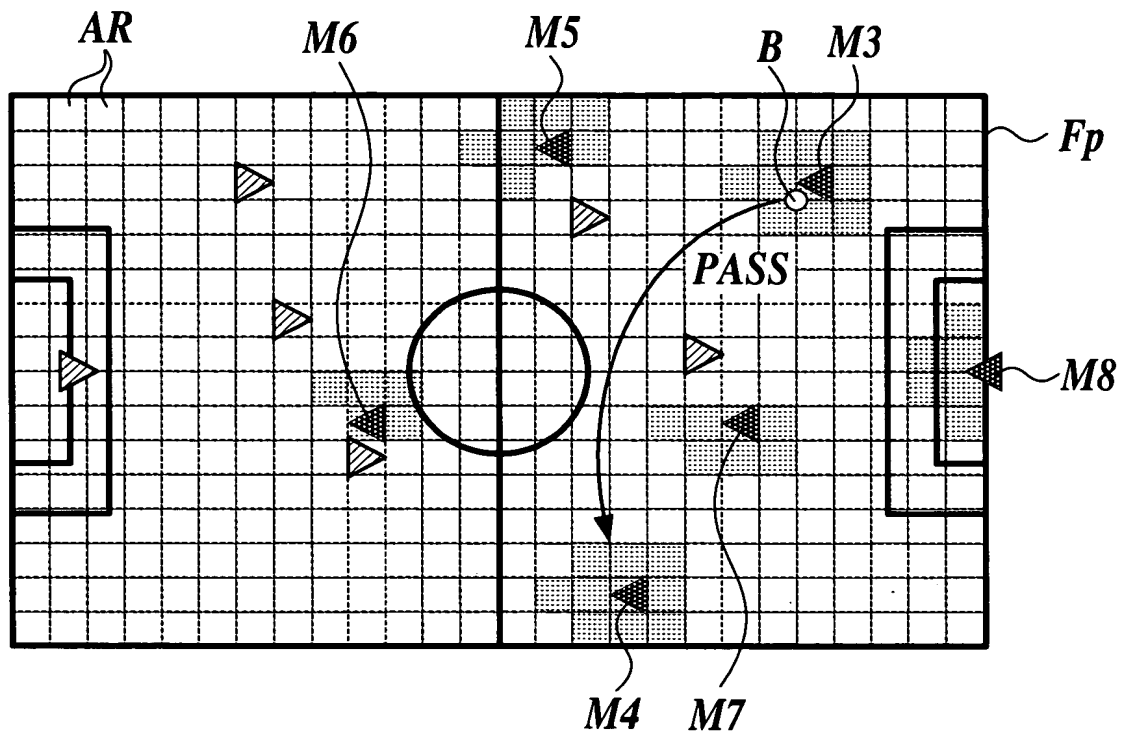
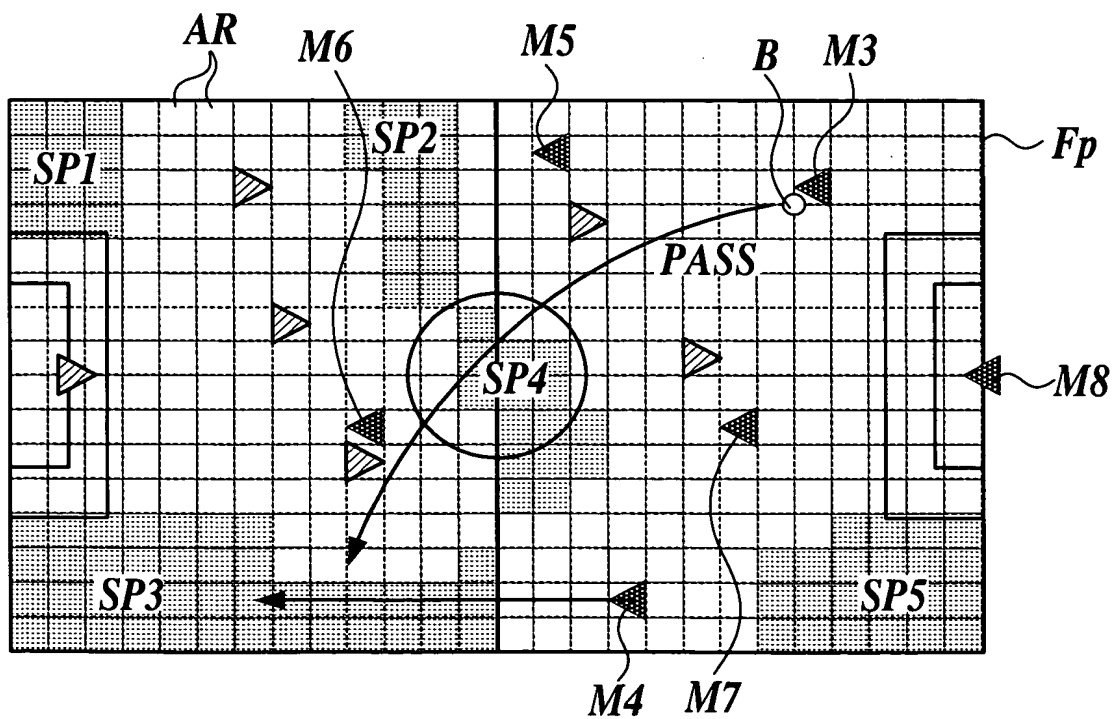


FIG. 6**FIG. 7**

6/24
FIG.8

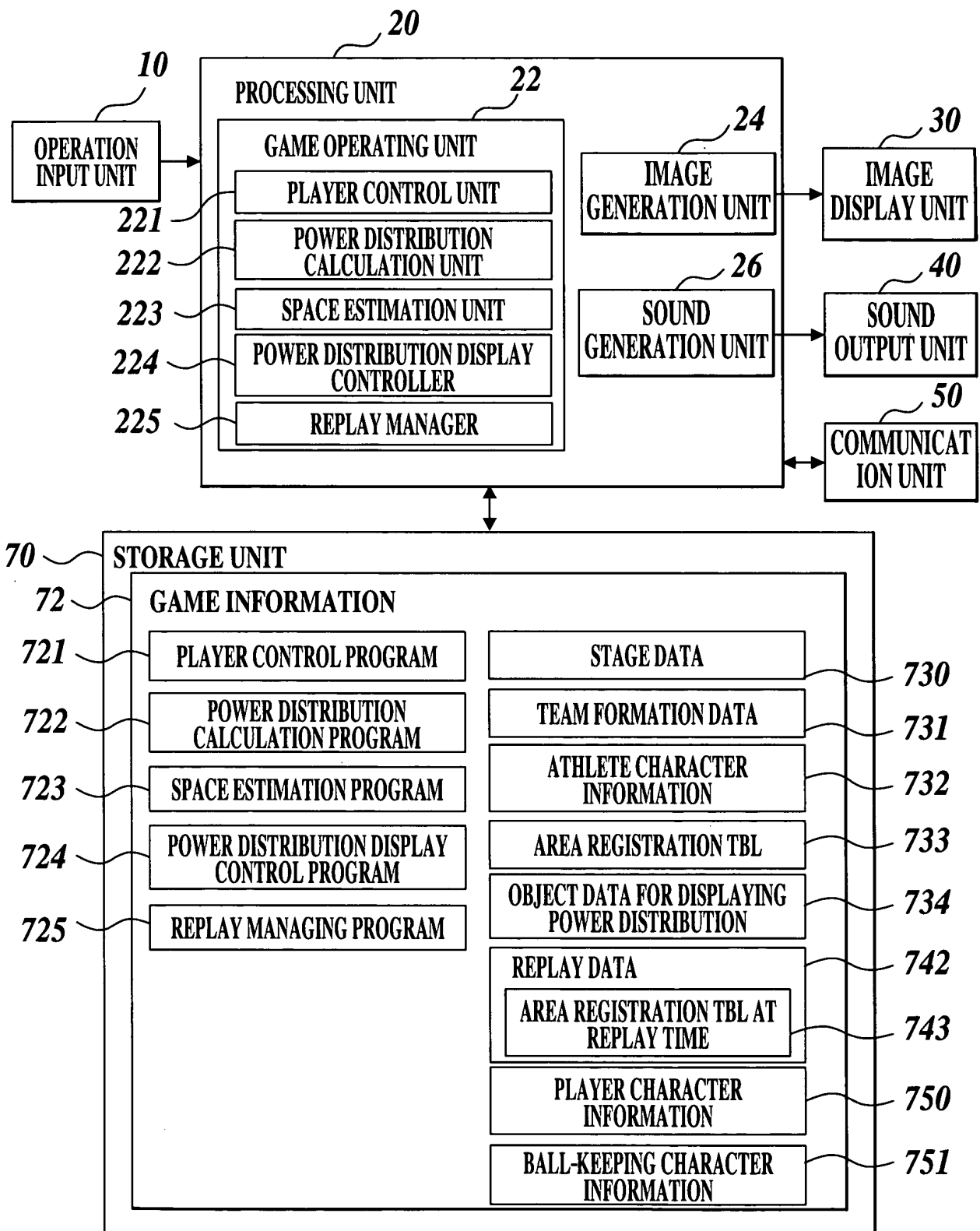


FIG.9


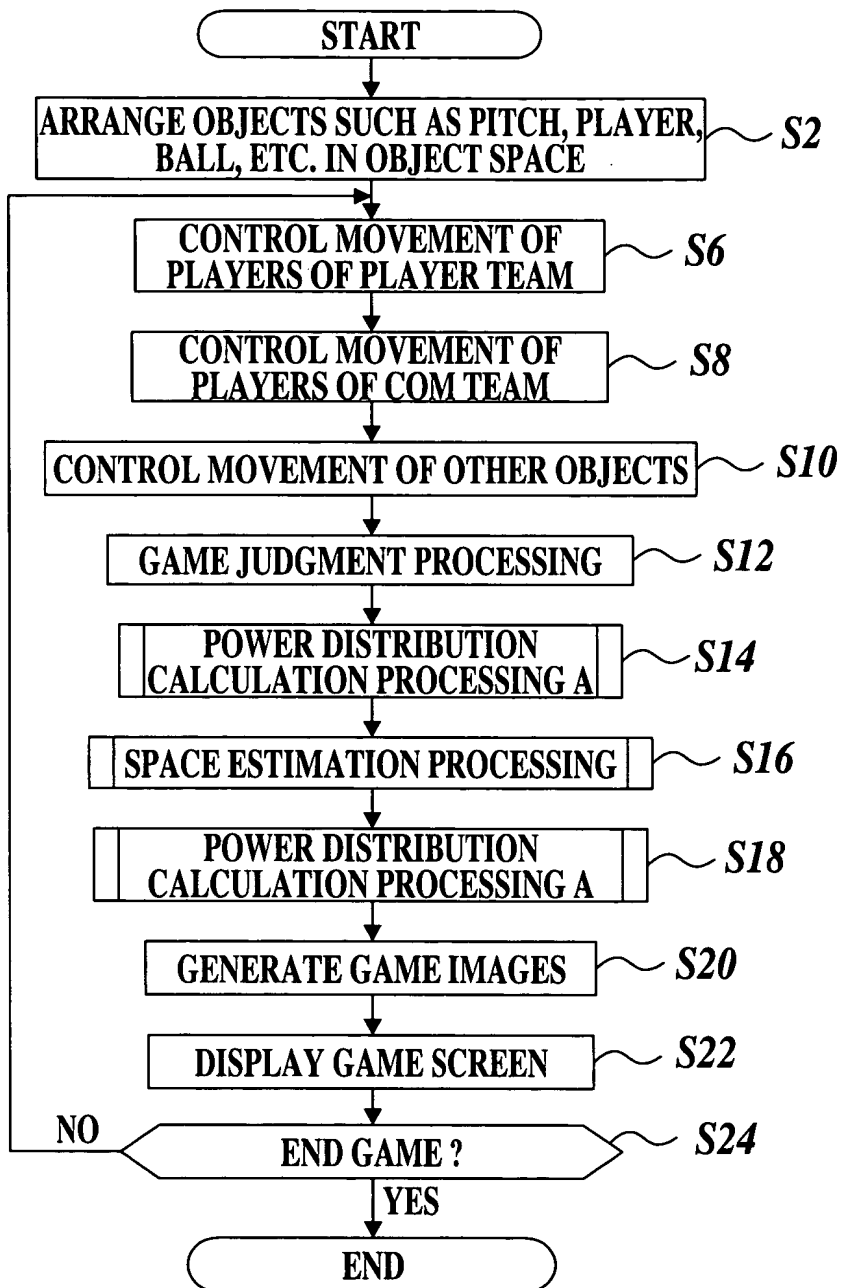
ATHLETE CHARACTER INFORMATION	
732a	PLAYER IDENTIFICATION INFORMATION
732b	AFFILIATED TEAM IDENTIFICATION INFORMATION
732c	BEHAVIOR TYPE
732d	POSITION COORDINATE
732e	SPEED
732f	ABILITY SPEED
732g	OBJECT DATA
	
⋮	

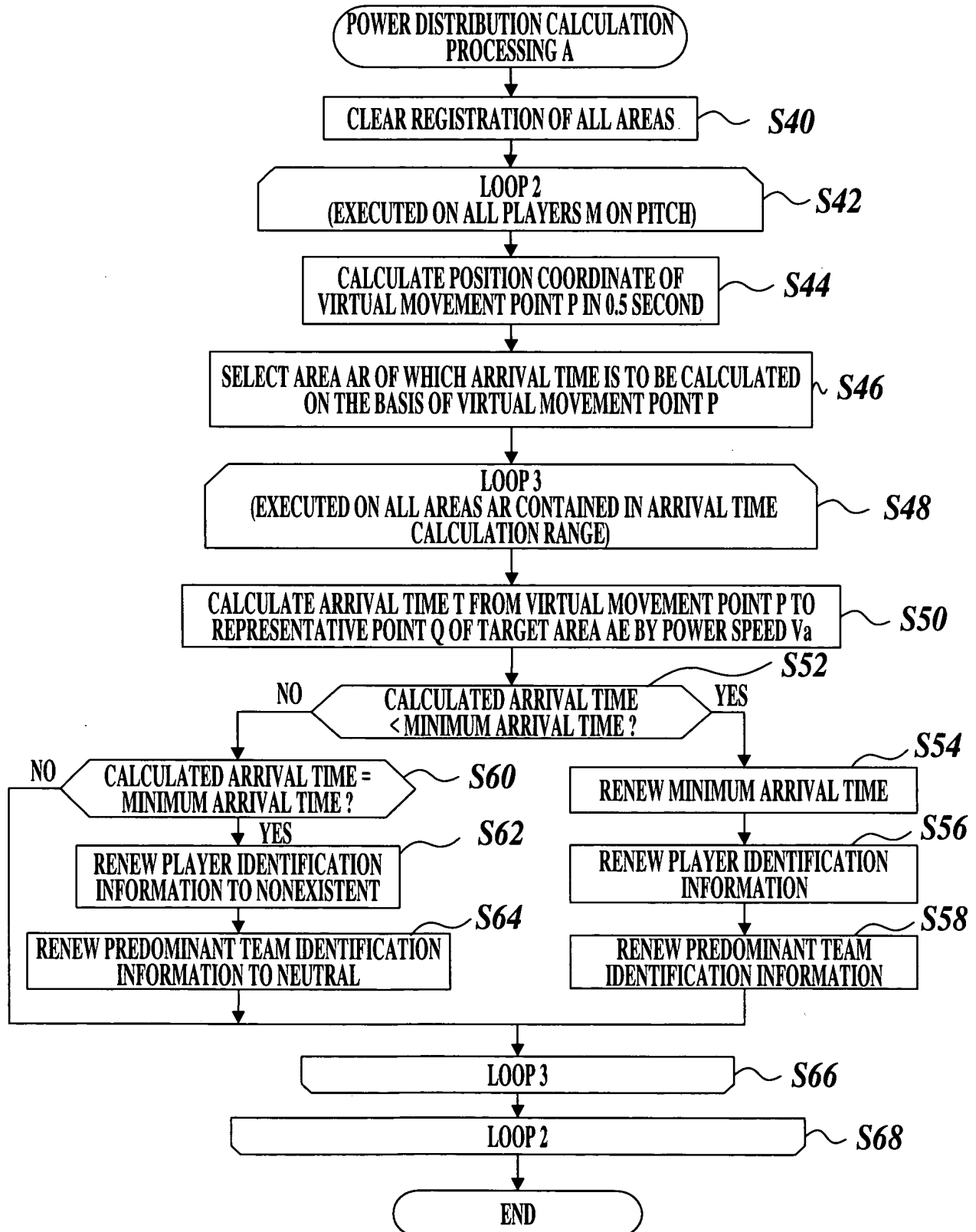
FIG.10

AREA REGISTRATION TBL				
733a	AREA IDENTIFICATION INFORMATION	AR11	AR12	AR13
733b	REPRESENTATIVE POINT COORDINATE	(X11,Z11)	(X12,Z12)	(X13,Z13)
733c	MINIMUM ARRIVAL TIME	3.2sec	5.2sec	10sec
733d	PLAYER IDENTIFICATION INFORMATION	KOBUTA MAN	ENEMY01	0
733e	PREDOMINANT TEAM IDENTIFICATION INFORMATION	PLAYER	COM	0
733f	SPACE ESTIMATION POINT	1.8	-0.2	-5

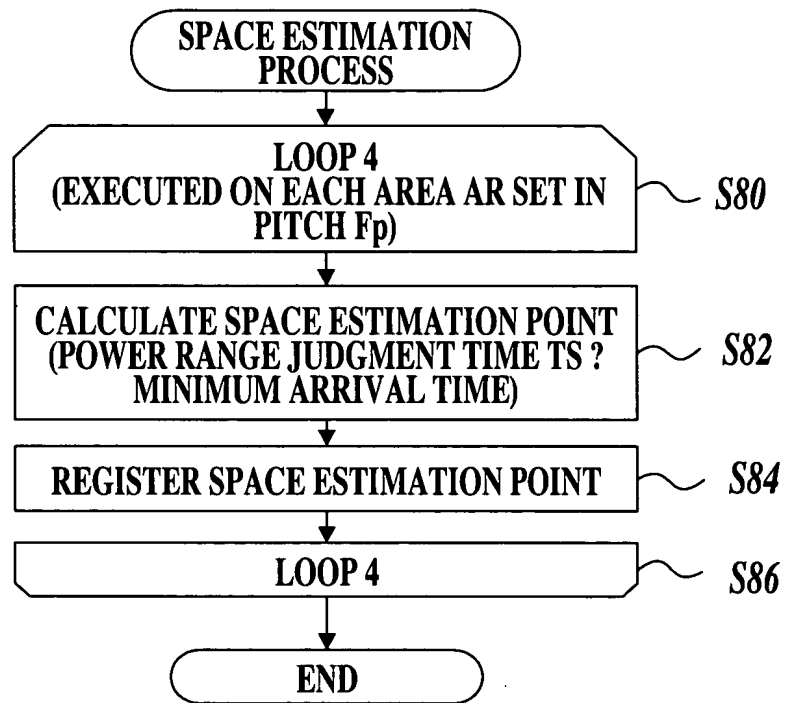
8/24
FIG.11



9/24
FIG.12



10/24
FIG.13



11/24
FIG.14

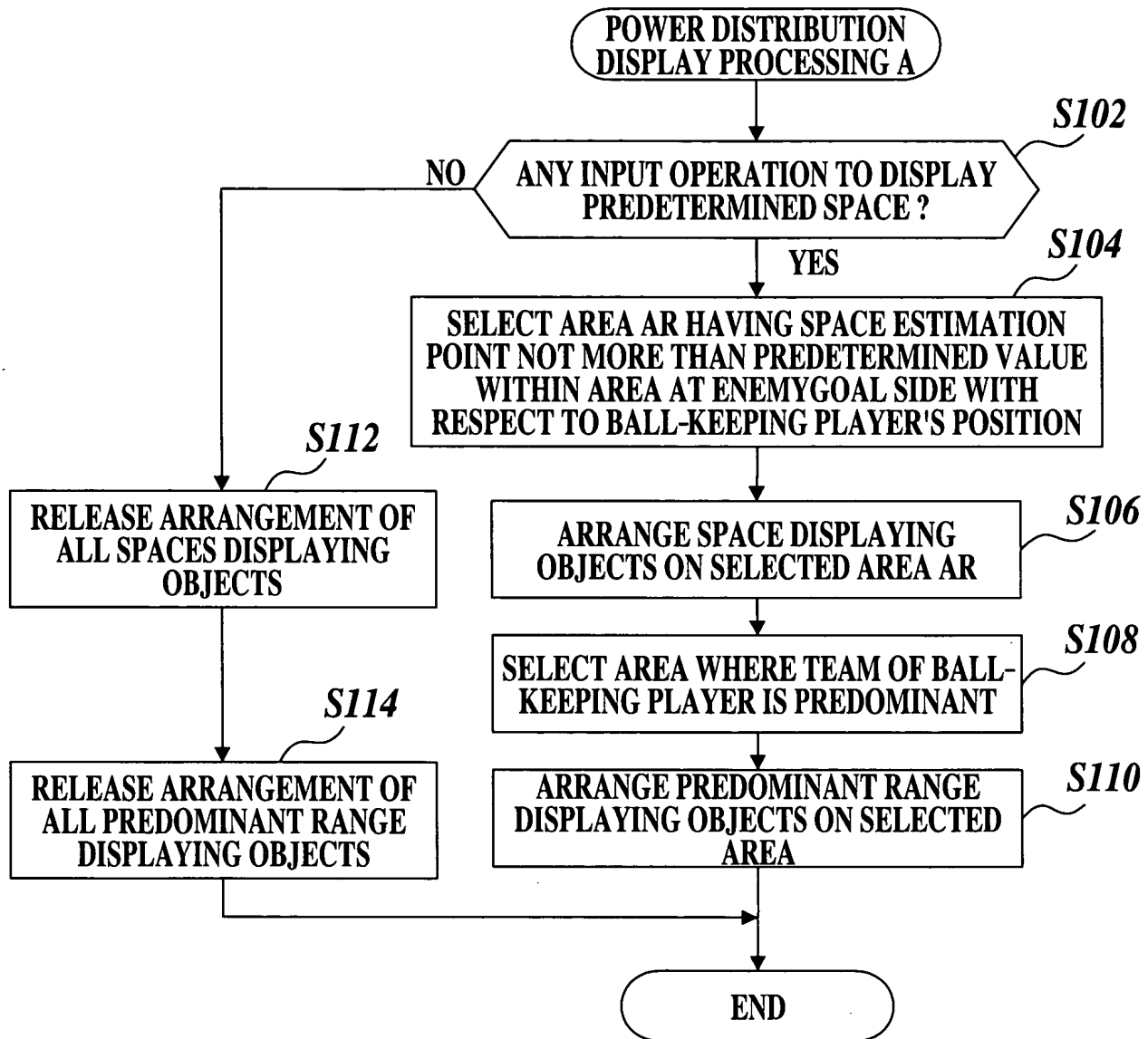


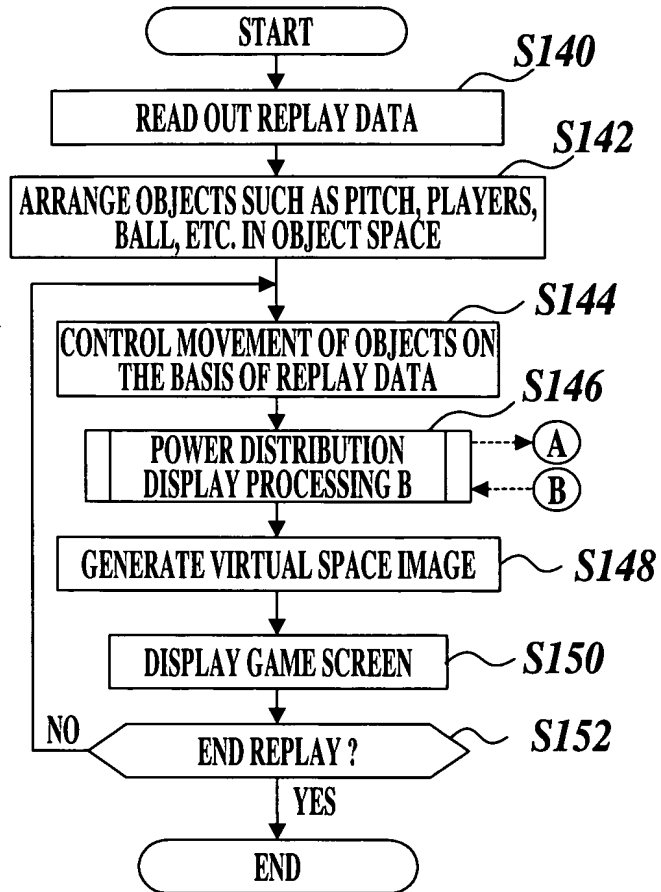
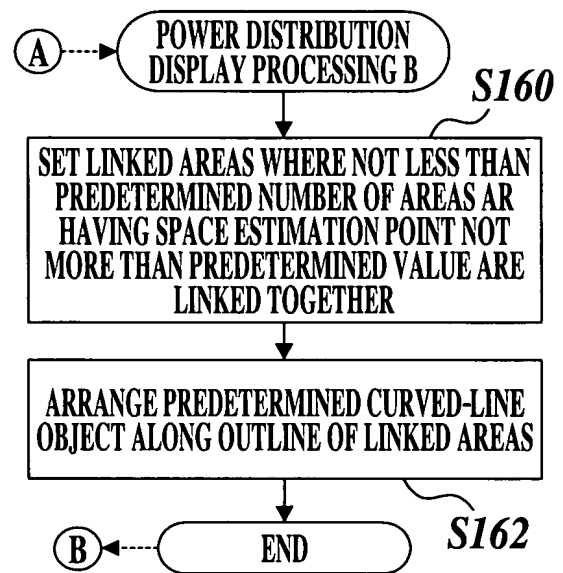
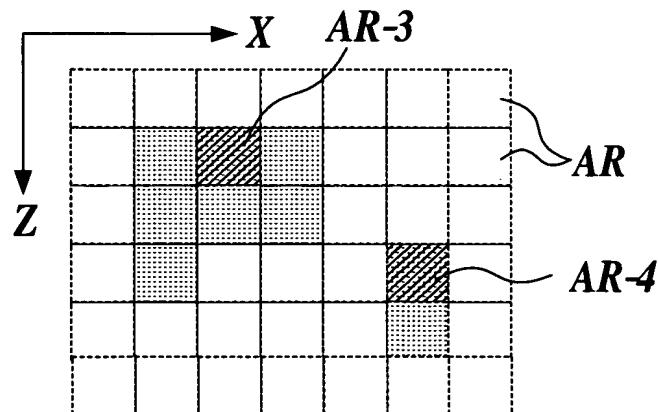
FIG.15A**FIG.15B****FIG.15C**

FIG 16

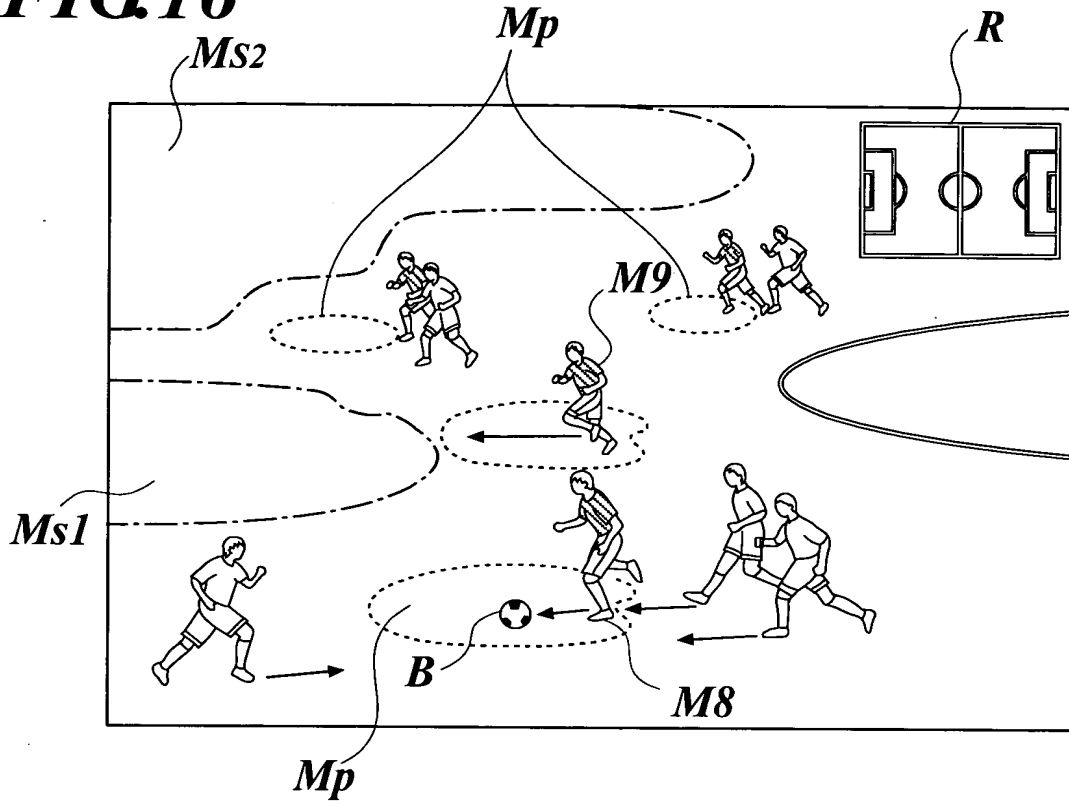


FIG. 17

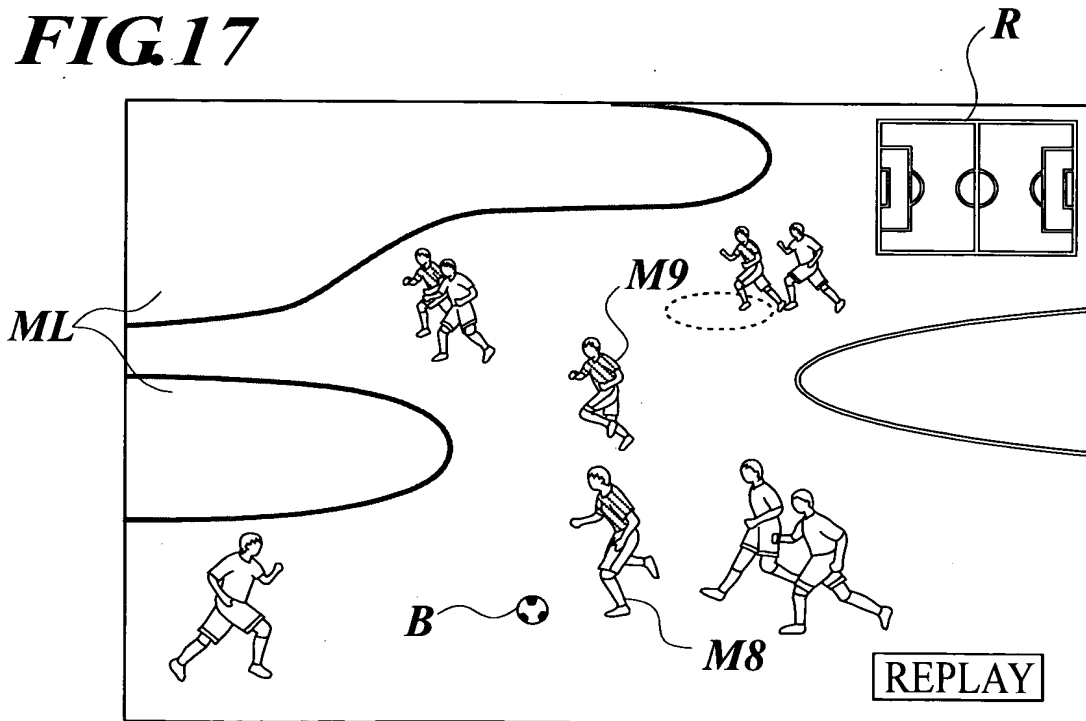
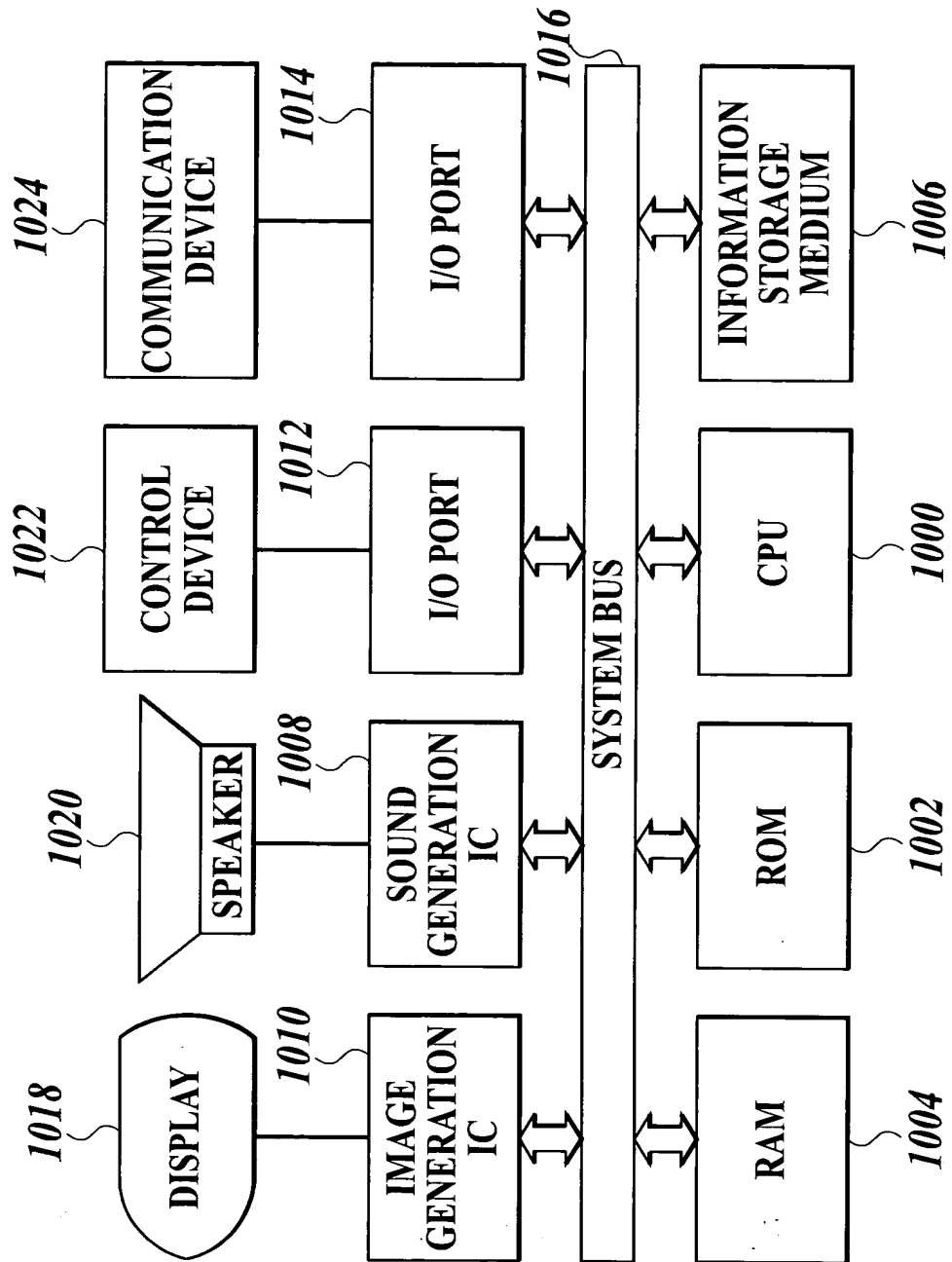
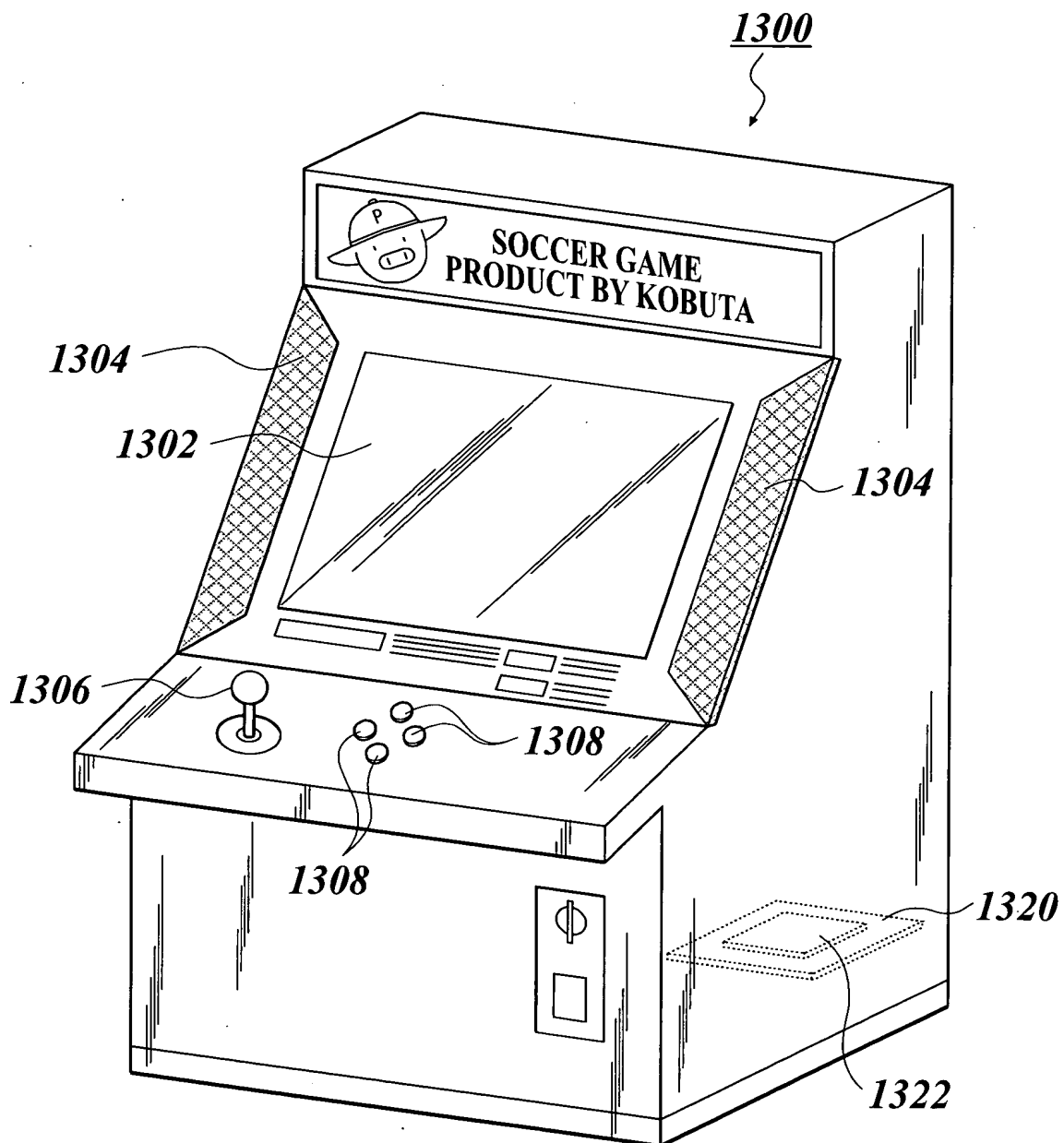


FIG.18



15 / 24
FIG 19



16/24
FIG.20

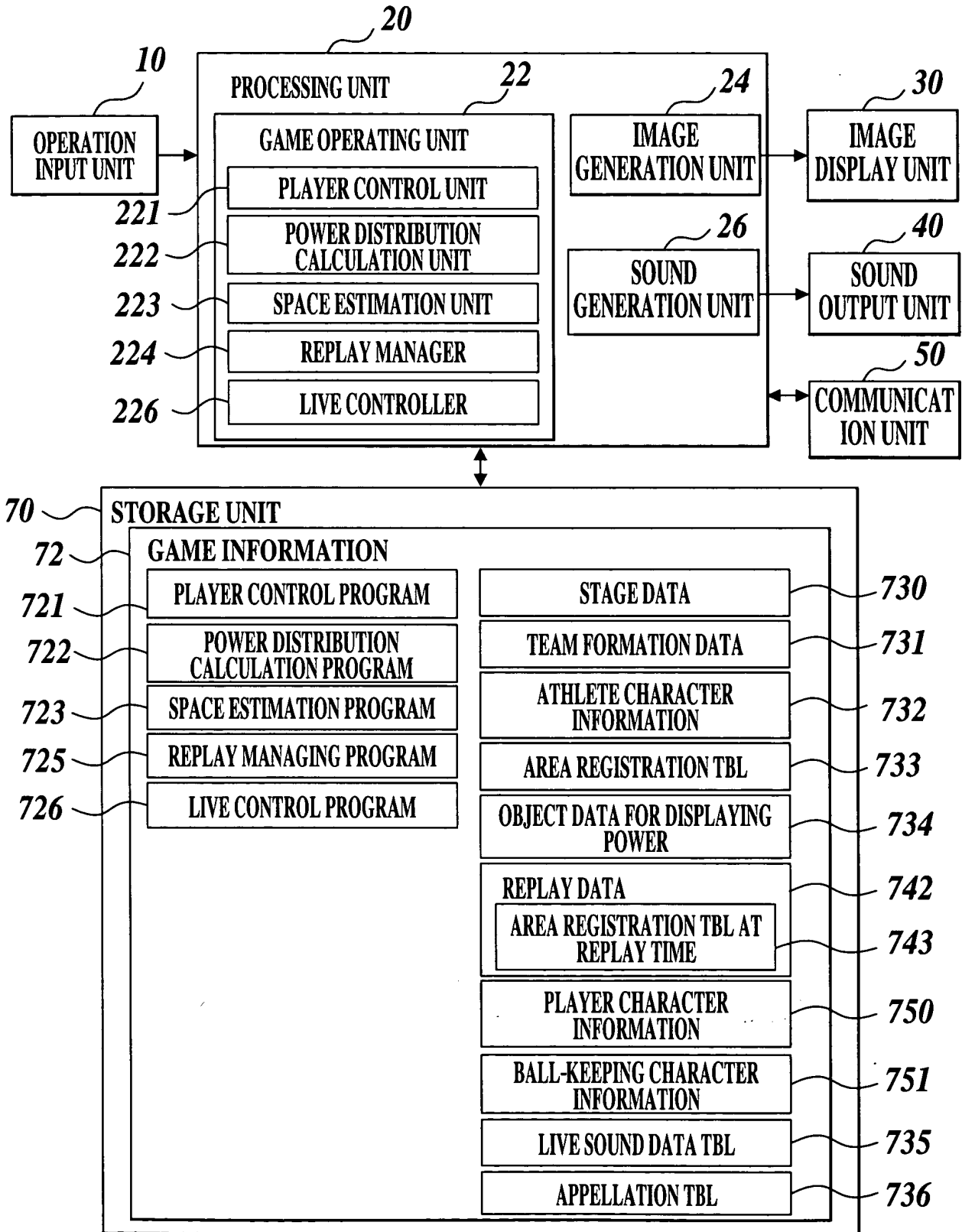


FIG.21

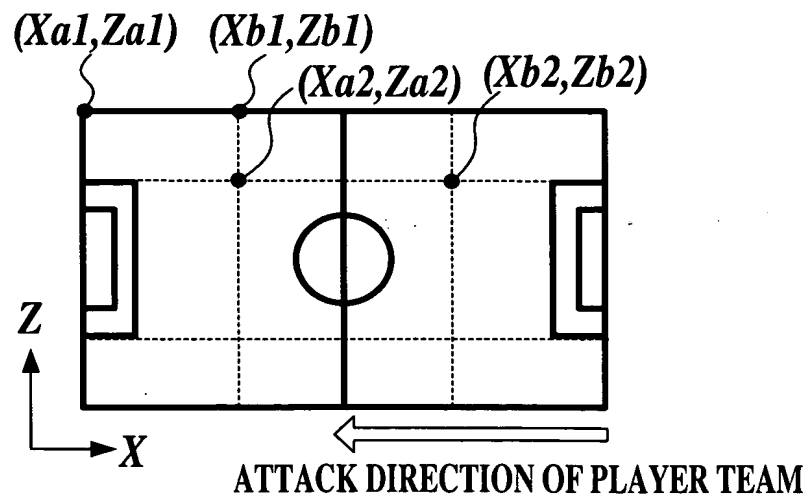
735

LIVE SOUND DATA TBL	
735a SELECTION CONDITION	LIVE SOUND DATA
	"OH, SPACE IS MADE AT (APPELLATION)"
	"NOW, THEY BETTER USE (APPELLATION) SPACE!"
	"COVER OF (APPELLATION) SPACE IS DELAYED"
⋮	⋮

FIG.22A

736

APPELLATION TBL	
COORDINATE RANGE	APPELLATION SOUND DATA
(Xa1,Za1) — (Xa2,Za2)	"RIGHT FRONT SIDE"
(Xb1,Zb1) — (Xb2,Zb2)	"LEFT HALF SIDE"
⋮	⋮

FIG.22B

18/24
FIG.23

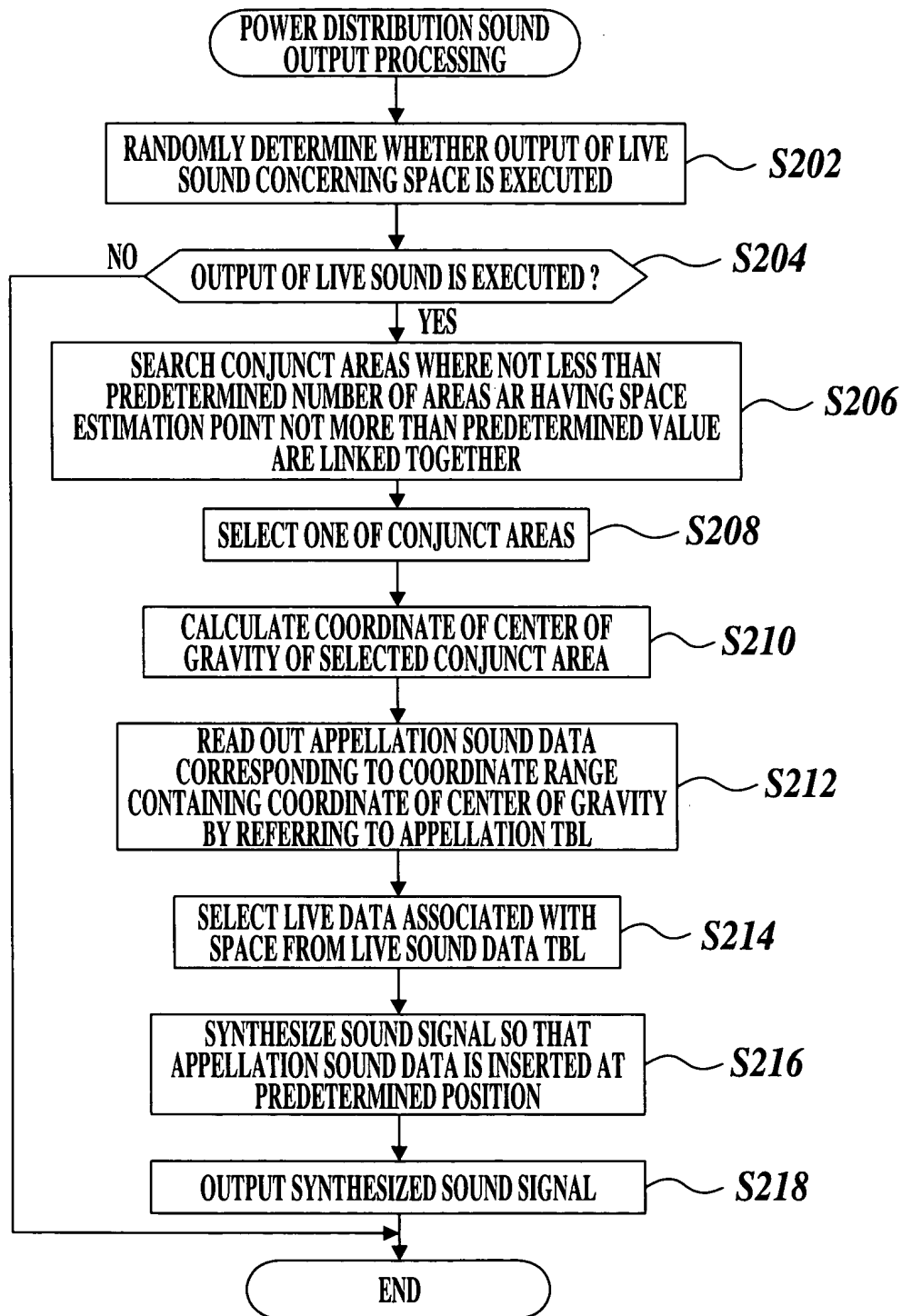


FIG.24A

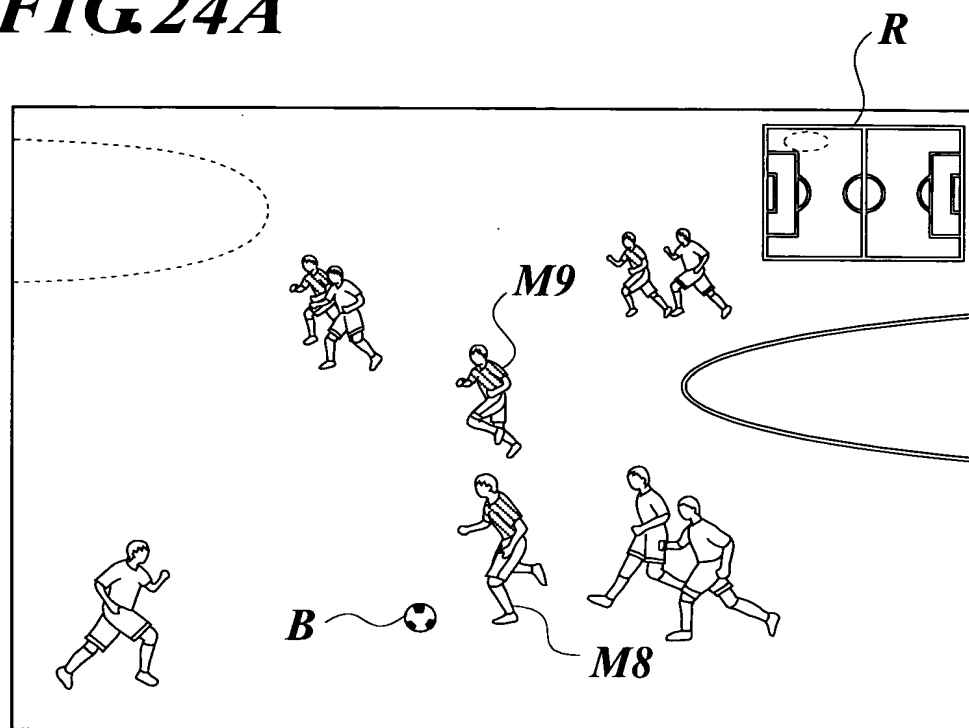


FIG.24B



20/24
FIG.25

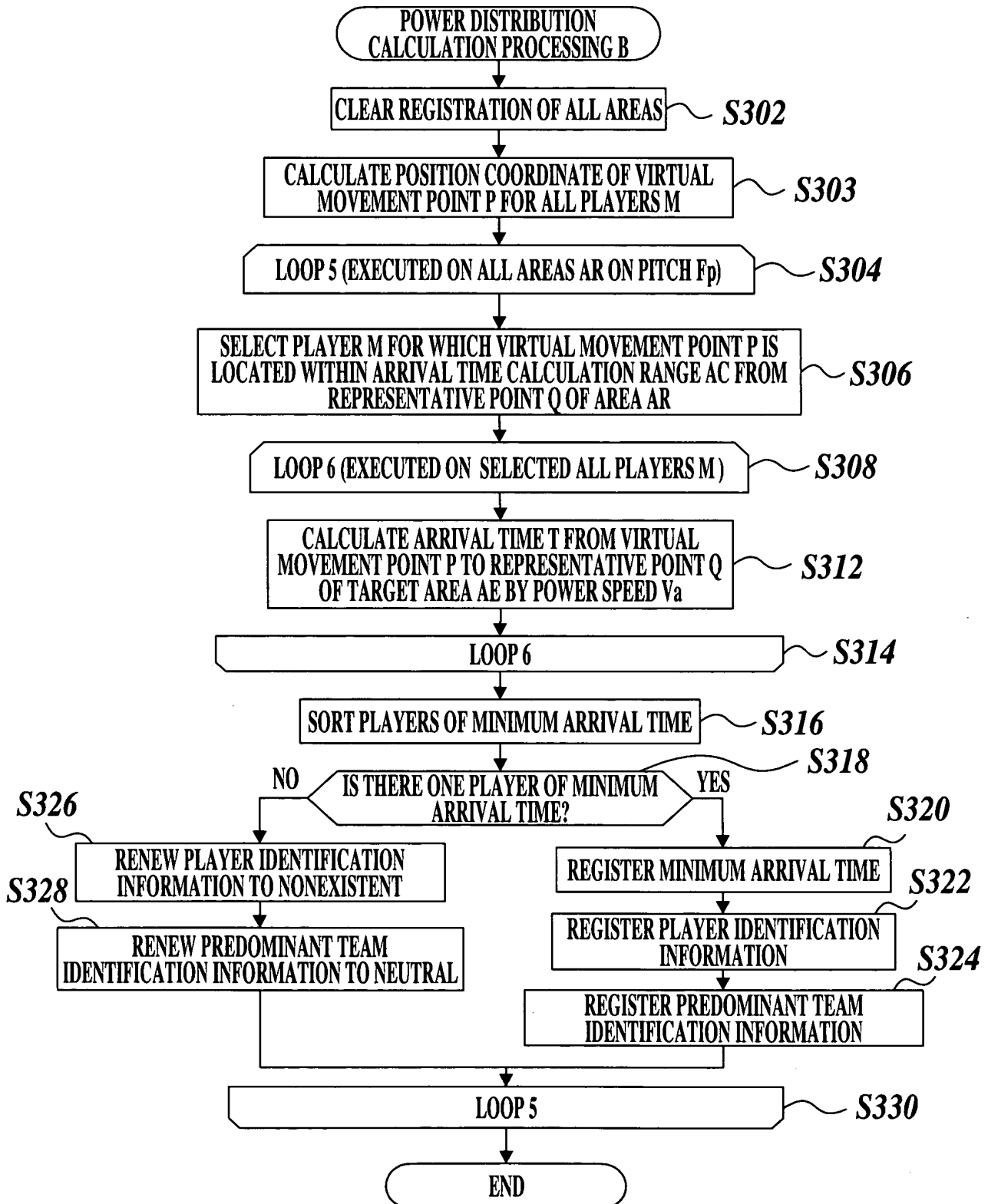
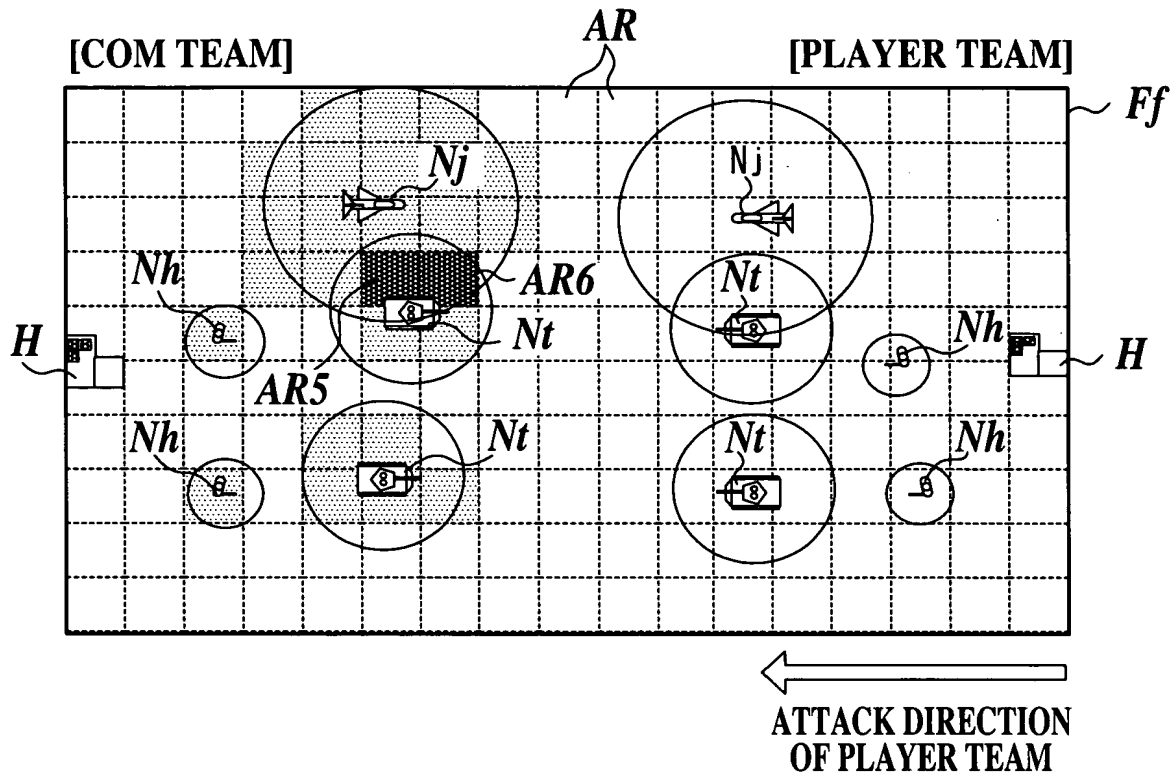


FIG.26**FIG.27**

737

AREA REGISTRATION TBL

733a	AREA IDENTIFICATION INFORMATION	AR11	AR12	AR13	
733b	REPRESENTATIVE POINT COORDINATE	(X11,Z11)	(X12,Z12)	(X13,Z13)	
737g	PLAYER POWER POINT	2	1	0	
737h	COM POWER POINT	0	0	0	

22/24
FIG.28

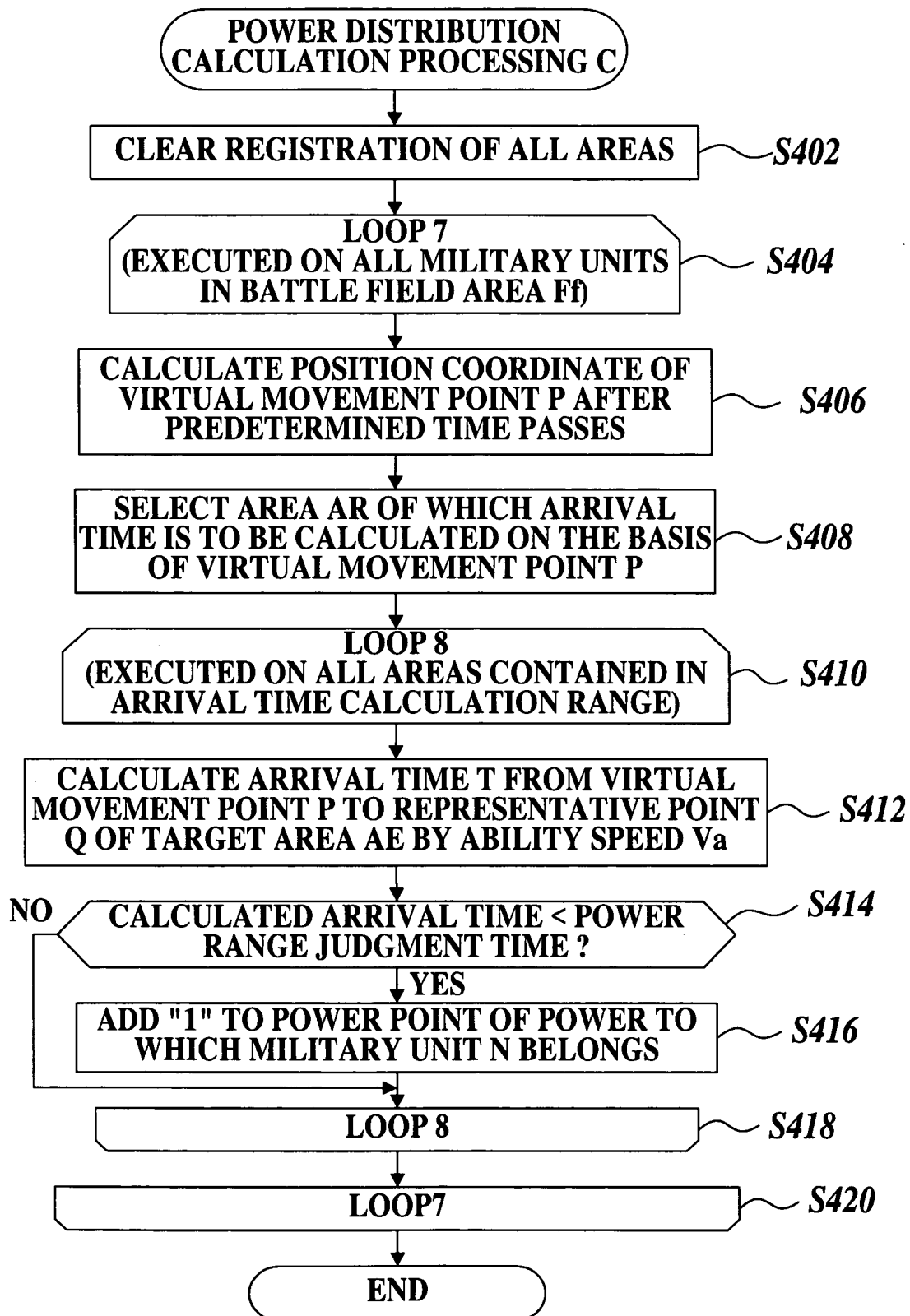


FIG. 29

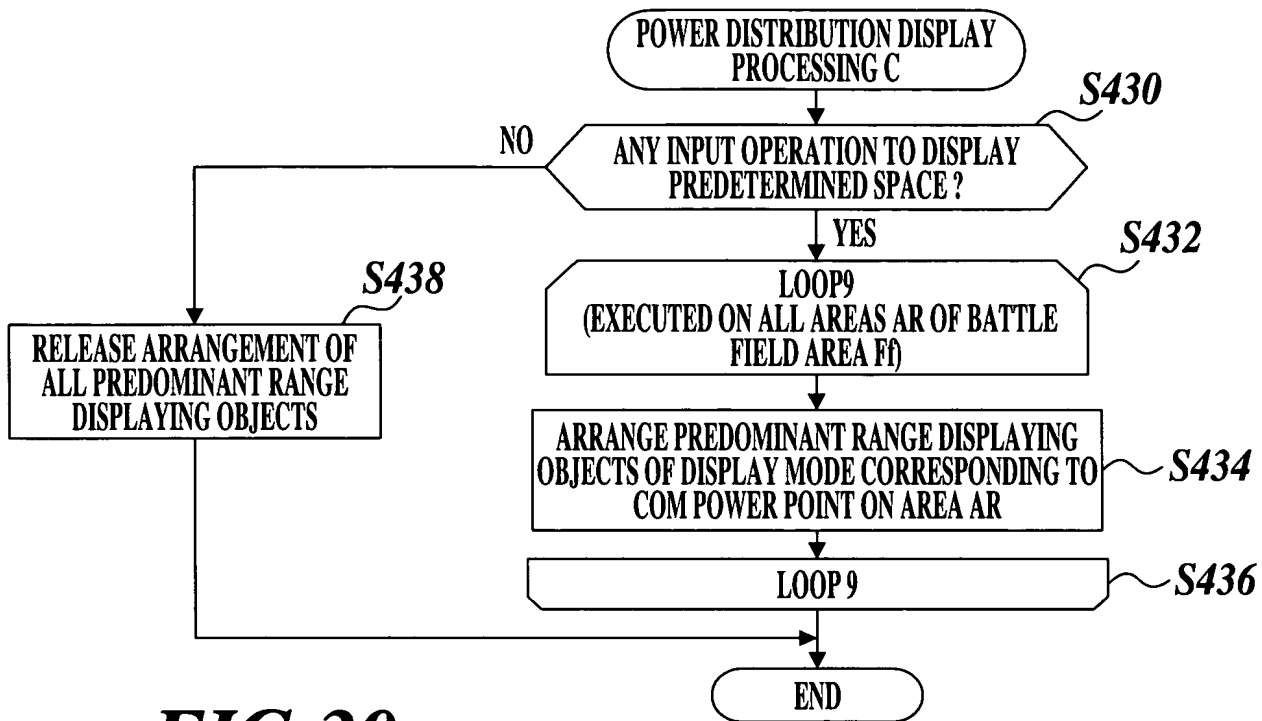
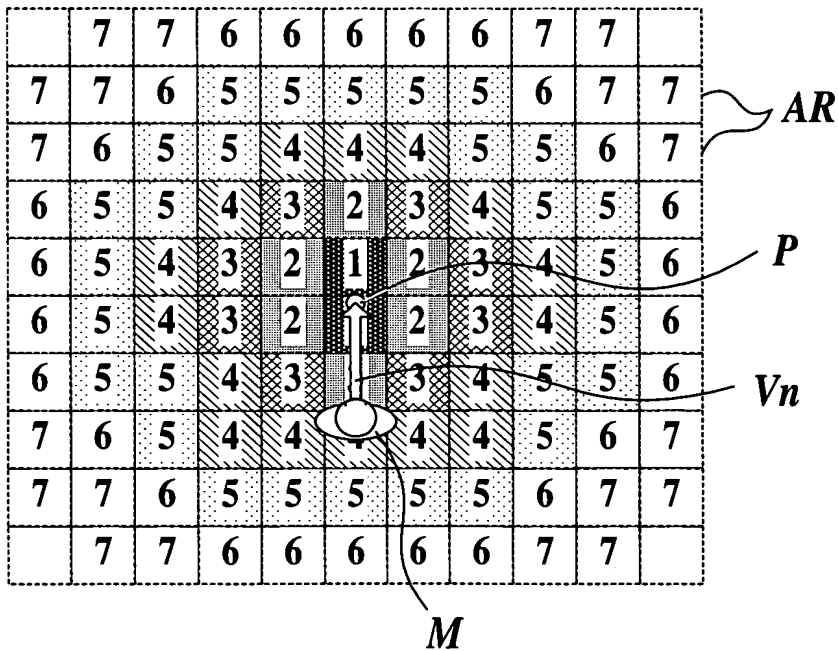


FIG. 30



24/24
FIG.31

